

# OPACITY BASED INTERFERENCE TEXTURE

## ABSTRACT

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A method and apparatus for generating a coloured or shaded texture for images to be displayed on a display device or printed. The method includes the step of providing a plurality of shape elements, each of which defines a surface. Each of the shape elements also has an associated opacity which varies across its surface. The shape elements are arranged in an overlapping fashion and then rendered for output to a printer or display device. The overlapping opacities and opacity gradients provide a visually interesting coloured or shaded texture. Preferably the shape elements are circles and the opacity is applied as a cone-shaped function tapering to zero opacity at its edges.

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